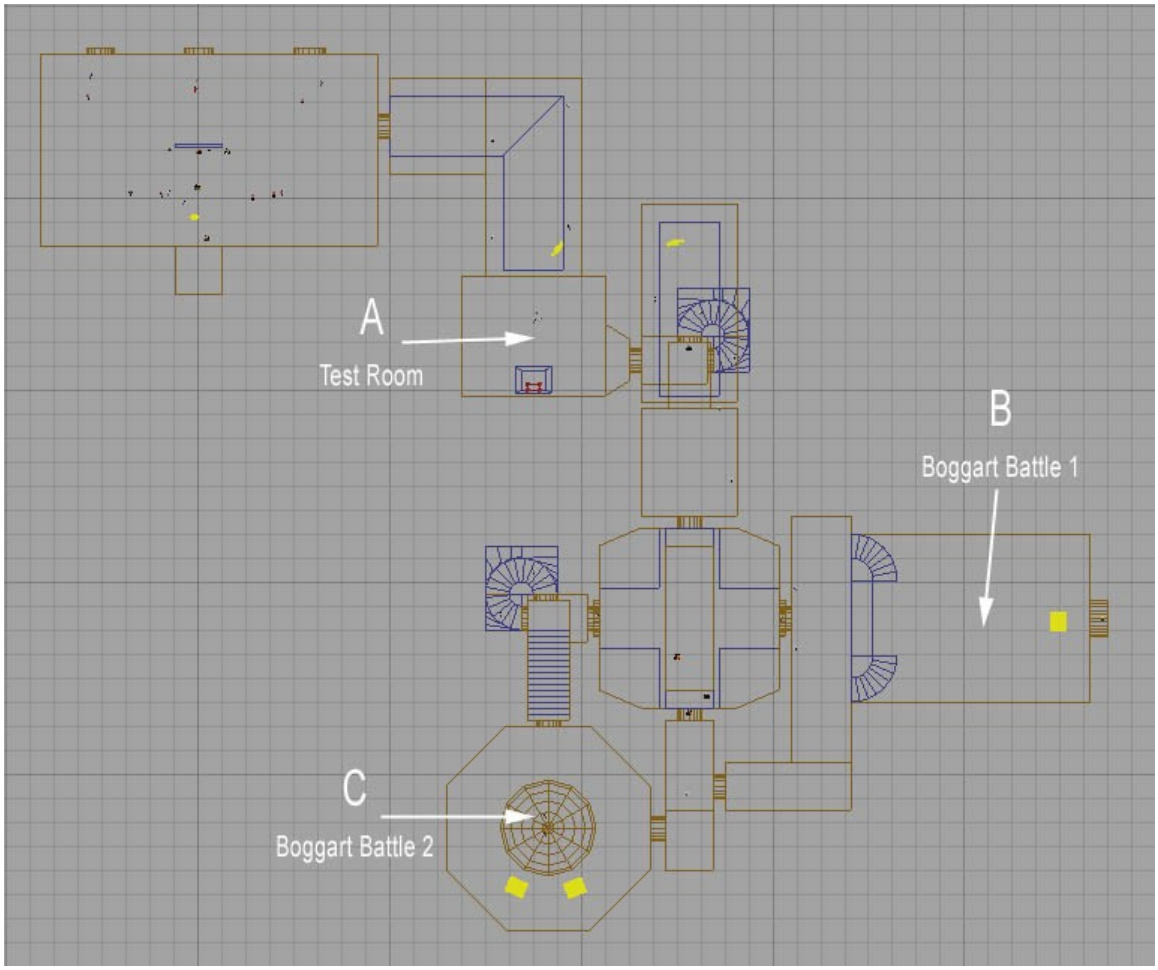
Expecto Patronum



The player enters from the DADA classroom and finds himself in a large storeroom [**Room A**] filled with DADA gadgets and books. Lupin waits at the end of the L-shaped room standing by an iron railing that blocks Harry from continuing.

CutScene: Lupin introduces the spell Expecto Patronum and the basics behind the concept of the 'perfect' cast, as well as the effects of different success levels of casting. We reveal, in the darkened room beyond, a large gothic device used for measuring Expecto Patronum casts and a wooden facsimile Dementor on which Harry must cast the spell.

Harry needs to get a perfect cast on the Dementor target in order to freeze it and allow him to progress. A section of the iron railings will swing in and lights will come on in the Test Room showing the player an exit in the back left corner. A spiral staircase and a set of large creepy double doors will give entrance in to the level proper. The player will enter the main hall, a large room with doors in all four directions as well as two high above Harry. The colour and lighting in here gets dramatically colder and the air is filled with the voices of whispering and giggling.

Only one of the doors on the ground floor is open if Harry enters he will wind up in:

Room B: Boggart Battle I
In this room the player must approach a single cabinet at the end of a long hall lined with pillars. When he gets close enough to the cabinet it will play it’s animations and the Boggart/Dementor will burst out, following the mechanics as set out for the Dementor Battles later in the game [The Boggart/Dementor will slowly advance on Harry, using it's projectile and radius attacks to try to frighten him into unconsciousness].

Once the B/D is defeated, the bars that were keeping Harry from escaping into the main hall are retracted, and Harry is allowed to progress to the second Dementor encounter at his leisure. Another spiral staircase and a short flight of stairs will take the player into a voluminous circular room lit from above by a glass dome. This is...

Room C: Boggart Battle II
Much the same as above, except with two B/Ds and less pillars to use as cover.

Once the Boggart/Dementors aredefeated [both need to be frozen with EP simultaneously] the player leaves the room, crosses the main hall across the magic walkway that floats up from above, to end the level in a room on the other side where Lupin will give a debriefing

CutScene: End of Level sequence, setup for next level.